

G 8.26

Converted
9/25/92

AERO FIGHTERS

Instruction Manual

McO'River, Inc.

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Limited Warranty

McO'RIVER, INC. ("Seller"), warrants only to the initial purchaser of its products that the items listed below are free from defects in material and workmanship under normal use and service for the warranty periods specified:

A. Printed Circuits Boards (60) days

No other parts of Seller's products are warranted.

Warranty periods are effective from the initial date of shipment from Seller to its authorized distributors.

Seller's sole liability shall be, at its option, to repair or replace products which are returned to Seller during the warranty periods specified, provided:

A. Seller is notified promptly upon discovery by buyer that stated products are defective.

B. Such products are properly packaged and then returned, prepaid to Seller's plant.

This warranty does not apply to any parts damaged during shipping or handling, or due to improper installation or usage, or alteration. In no event shall Seller be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of McO'RIVER, INC. product.

(Warranty Disclaimer)

EXCEPT AS SPECIFICALLY PROVIDED IN A WRITTEN CONTRACT BETWEEN SELLER AND PURCHASER, THERE ARE NO OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

General Information

A) Contents of Kit:

DELUXE KIT

Qty	Description
-----	-------------

1	Aero Fighters PCB
1	Aero Fighters Marquee Plexi
1	Deluxe Aero Fighters Control Panel Overlay
1	Aero Fighters Operator's Manual
2	Aero Fighters Side Decals
1	Set Instruction Decals
1	AAMA Label
1	JAMMA Wiring Harness
2	8-way Joysticks
2	Start Buttons
4	Play Buttons
1	Set P.C.B. Stand-Offs

ECONO KIT

Qty	Description
-----	-------------

1	Aero Fighters PCB
1	Aero Fighters Marquee Plexi
1	Generic McO'River Control Panel
1	Aero Fighters Operator's Manual
2	Aero Fighters Side Decals
1	Set Instruction Decals
1	AAMA Label

B) The Aero Fighters is a vertical conversion kit.

Following are the electrical and mechanical specification required to install the Aero Fighters kit:

Monitor: Vertical Mount, RGB, Negative Composite Sync.

Control Panel: Space for 2 joysticks, 2 play buttons, and 2 start buttons in 2 player versions.

Power Supply: +5VDC @ 3 Ampere and +12VDC @ 1 Ampere.

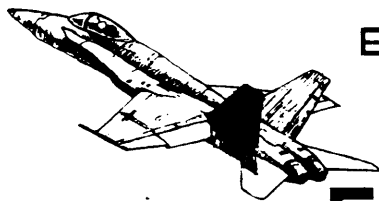
Please make sure all mechanical and electrical parts/components are functioning properly before installing this conversion kit.

C) This conversion kit includes graphics and hardware necessary to convert multiplayer and over-sized video game cabinets.

PLAYER 1

LEFT PLAYER

BLASTER KEATON



U.S.A.

F-18

ARTILLERY SNAKE NAPALM
SPECIAL WEAPON F.A.E



HI-EN



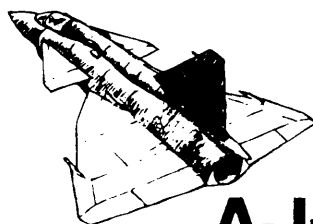
JAPAN

FSX

ARTILLERY NINJA MISSILE
SPECIAL WEAPON NINJA BEAM



KOHFUL THE VIKING



SWEDEN

AJ-37

ARTILLERY METAL STORM
SPECIAL WEAPON THOR HAMMER



VILLIAM SID PRIDE



U.K.

AV-8

ARTILLERY CROSS MISSILE
SPECIAL WEAPON SUPPORTING BOMBER



PLAYER 2

RIGHT PLAYER

KEITH BISHOP



U.S.A.

F-14

ARTILLERY PHOENIX MISSILE
SPECIAL WEAPON TOMAHAWK



MAO-MAO



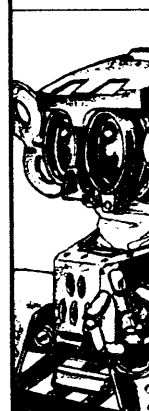
JAPAN

F-15

ARTILLERY GULL-LASER
SPECIAL WEAPON E-WAVE



Tee Bee-10



SWEDEN

JAS-39

ARTILLERY FLOAT MINE
SPECIAL WEAPON GRAND NAPALM



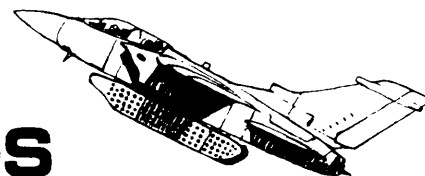
RIVER.N.WHITE



U.K.

IDS

ARTILLERY NAPALM DISPENSER
SPECIAL WEAPON RING BOMB



Game Description

Aero Fighter is a one or two player vertical video game. In the one player mode, the player can choose one of two pilots from four different countries, USA, Japan, Sweden or the U.K. Each of the pilots have their own aircraft, fitted with different guns and special weapons. In the two player mode, each player controls one of the two pilots from the same country, working together as a team.

Various cities around the world have been taken over by beings from space, and they are using the tanks, aircraft, and ships they found to defend against extraction. By using the technology and arms from one of four assaulting countries, our player(s) attempt to free the captured cities, only to face the Sector Commander at the end of each wave of attack.

As enemy forces are destroyed "Power Ups" to increase your firepower, additional bombs, or bonus cash for your score are revealed. If you or your team member are destroyed, earned bonuses are released for reclamation.

After conquering the ground forces, the battle continues in space, fighting the invaders and forcing them back until we do battle with the controlling intellect in one of three forms - VENAL the beast-like ape, ARTH the artificial intelligence in multiple MIRV capsules, or THE EVIL ONE himself!

Game Play

Aero Fighters is a futuristic aerial game.

Aero Fighters is a 2 player vertical conversion kit. It is complete with graphics and hardware to convert most multi-player game cabinets.

Players pick the character they wish to be by choosing 1P (Left Player) or 2P (Right Player) and the corresponding country for that character. For example, to play as "Keith Bishop", a player would choose the 2P (Right Player), and then "United States".

Dip Switch Settings

AERO FIGHTERS

DIP SWITCH - 1

1	2	3	4	5	6	7	8		ITEM
*OFF								Coin	• SAME
ON								Slot	• INDIVIDUAL
	*OFF	*OFF	*OFF					Coin 1	1 Coin = 1 Credit
	ON	OFF	OFF						2 Coins = 1 Credit
	OFF	ON	OFF						3 Coins = 1 Credit
	ON	ON	OFF						1 Coin = 2 Credits
	OFF	OFF	ON						1 Coin = 3 Credits
	ON	OFF	ON						1 Coin = 4 Credits
	OFF	ON	ON						1 Coin = 5 Credits
	ON	ON	ON						1 Coin = 6 Credits
				*OFF	*OFF	*OFF		Coin 2	1 Coin = 1 Credit
				ON	OFF	OFF			2 Coins = 1 Credit
				OFF	ON	OFF			3 Coins = 1 Credit
				ON	ON	OFF			1 Coin = 2 Credits
				OFF	OFF	ON			1 Coin = 3 Credits
				ON	OFF	ON			1 Coin = 4 Credits
				OFF	ON	ON			1 Coin = 5 Credits
				ON	ON	ON			1 Coin = 6 Credits
							*OFF		CONTINUE COIN
							ON		• NORMAL (Start = 1 Coin Continue = 1 Coin)
									• CONTINUE (Start = 2 Coins Continue = 1 Coin)

- With Continue "ON", two coins to play and one coin to continue, and other COIN/CREDIT options disabled.
- FREE PLAY mode: Have [1] ~ [8] switches ON.
- * INDICATES FACTORY SETTING.

Dip Switch Settings

AERO FIGHTERS

DIP SWITCH - 2

1	2	3	4	5	6	7	8	ITEM
*OFF ON								SCREEN REVERSE • Normal • Invert
	OFF *ON							DEMO SOUND • OFF • ON
		*OFF ON OFF ON	*OFF OFF ON ON					DIFFICULTY • Normal • Easy • Hard • Super Hard
				*OFF ON OFF ON	*OFF OFF ON ON			FIGHTERS • 3 • 1 • 2 • 4
						*OFF ON		EXTEND PLAYER • 200,000 • 300,000
							*OFF ON	TEST MODE • OFF • ON

- When DEMO-SOUND is "OFF", there will be no sound during demonstration mode.
- * INDICATES FACTORY SETTING.

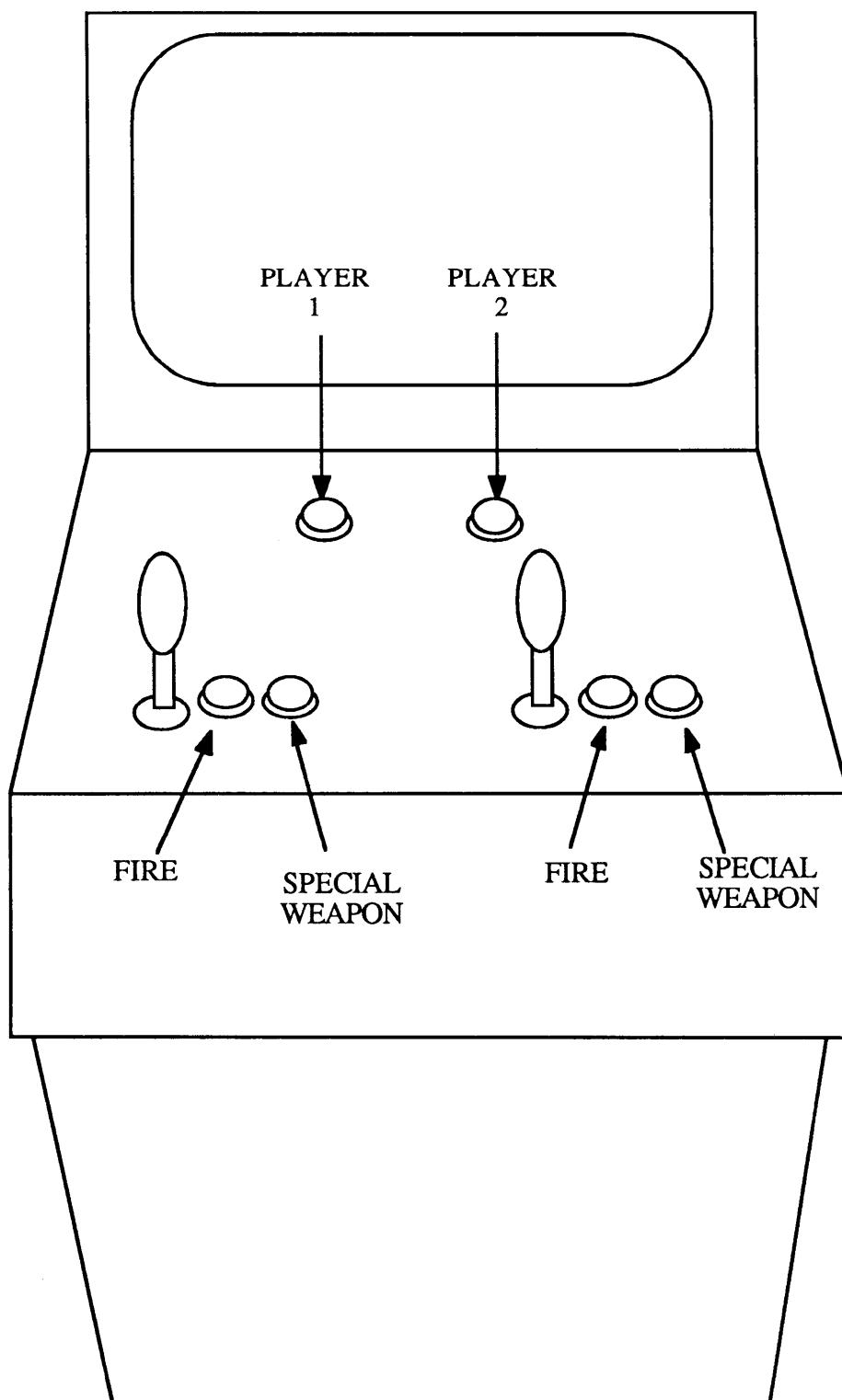
Connecting Diagram AERO FIGHTERS

(JAMMA HARNESS)

SOLDER SIDE	NO.	NO.	PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
	H	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
	K	9	
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SWITCH	R	14	VIDEO GROUND
	S	15	
COIN SWITCH 2	T	16	COIN SWITCH 1
2P START	U	17	1P START
2P CONTROL UP	V	18	1P CONTROL UP
2P CONTROL DOWN	W	19	1P CONTROL DOWN
2P CONTROL LEFT	X	20	1P CONTROL LEFT
2P CONTROL RIGHT	Y	21	1P CONTROL RIGHT
2P SW 1 BUTTON	Z	22	1P SW 1 BUTTON
2P SW 2 BUTTON	a	23	1P SW 2 BUTTON
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

2-Player Control Panel Layout

AERO FIGHTERS



* When making this 2 player conversion, only the standard JAMMA harness is necessary. Be certain to follow the connecting diagram carefully. GOOD LUCK.

FCC Label Requirement

Dear Kit Purchaser:

Enclosed in your kit is an FCC Compliance Label that you must place on the cabinet immediately after your conversion is complete and prior to placing the kit game on location. The FCC label indicates that the kit was manufactured to meet FCC standards.

The failure to display the FCC label is a violation of FCC 47 CFR 15.19 and could result in your being fined, up to \$2,000 per violation per day.

If you have any questions, contact your manufacturer.

WARNING

**THIS GAME MUST BE GROUNDED, FAILURE TO DO SO MAY
RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.**

WARNING: This equipment generates, uses, and can radiate radio frequency energy and if not used in accordance with the instructions manual, may cause interference to radio communications. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

**"WINNERS DON'T USE DRUGS"
William S. Sessions, Director, FBI**

IN COOPERATION WITH THE AAMA AND FBI ANTI-DRUG CAMPAIGN

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The game play, all graphic designs, this technical manual, its accompanying diagrams, and the display manual are protected by the law.

You may void the game warranty if you do any of the following:

- Substitute non-McO'RIVER, INC. electronic parts in the game.
- Modify or alter any circuits in the game by using kits or parts not supplied by McO'RIVER, INC.

